

Otto Guide for optimal play in the Grand Campaign: become invincible in just a few turns without cheating!

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- version 0.3 -

TURN 1

1) Government → Policies → Set the Nobility Tax slider to the 4th level
Exempt all regions from taxes except Syria (because they have no more towns to grow). You do this by opening the region settlement details for let's say Moldavia, click on the "Exempt region from taxes" check-box then cycle to the next region and do the same.



2) Government → Ministers → Replace with the following:
Head: Hazif Halim
Treasury: Carhaq Hamdi
Army: Sakizli Hoca

3) Research & Technology →

Bring scholar Meshur Dede to the school of Konya

Research Philosophy → Empiricism

4) Diplomacy (Very important: set the treaties in this order!!!)

Austria → Offer Indefinite Military Access; Demand 2300 (do not cancel their right in order to resell it a few times until they got no money and can't accept even if they only have to pay 1 Gold; that would be cheating)

Prussia → Offer Trade Agreement; Accept w/e payment they request (440)

Great Britain → Offer Indefinite Military Access & Trade Agreement; Demand 7500

Maratha Confederacy → Offer Trade Agreement; Demand 1000, Accept 750

Maratha Confederacy, Mughal Empire, United Provinces → Offer Indefinite Military Access; Demand 2400

Poland-Lithuania → Offer Trade Agreement

Poland-Lithuania → Offer Indefinite Military Access; Demand 3800

Spain → Offer Indefinite Military Access; Demand 7000

Sweden → Offer Indefinite Military Access; Demand 7000

Barbary States → Offer Indefinite Military Access; Demand 9000

Bavaria → Offer Indefinite Military Access; Demand 7500

Cherokee Nations → Offer Indefinite Military Access; Demand 2400

Courland, Crimean Khanate → Offer Indefinite Military Access; Demand 7500

Dagestan → Offer Indefinite Military Access; Demand 4800

Denmark → Offer Trade Agreement & Indefinite Military Access; Demand 8000

Genoa, Georgia, Hannover → Offer Indefinite Military Access; Demand 7500

Huron Confederacy, Inuit Nations, Iroquois Confederation → Offer Indefinite Military Access; Demand 2400

Italian States → Offer Indefinite Military Access; Demand 4400

Knights of St John → Offer Indefinite Military Access; Demand 4800

Louisiana → Offer Trade Agreement & Indefinite Military Access; Demand 4400

Morocco → Offer Indefinite Military Access; Demand 9000

Mysore → Offer Indefinite Military Access; Demand 2400

New Spain → Offer Trade Agreement & Indefinite Military Access; Demand 4600

Persia → Offer Indefinite Military Access; Demand 8000

Plains Nations → Offer Indefinite Military Access; Demand 2400

Portugal → Offer Indefinite Military Access; Demand 7500

Pueblo Nations → Offer Indefinite Military Access; Demand 2400

Savoy → Offer Trade Agreement & Indefinite Military Access; Demand 7500

Saxony → Offer Indefinite Military Access; Demand 7500

Venice → Cancel Trade Agreement

Thirteen Colonies → Offer Trade Agreement & Indefinite Military Access; Demand 5100

Venice → Offer Indefinite Military Access; Demand 5100

Westphalia, Wurtemberg → Offer Indefinite Military Access; Demand 7500

France → Offer 8500; Demand Technology → Physiocracy

France → Offer Indefinite Military Access; Demand 9600

Prussia → Offer 6900; Demand Technology → Plug Bayonet

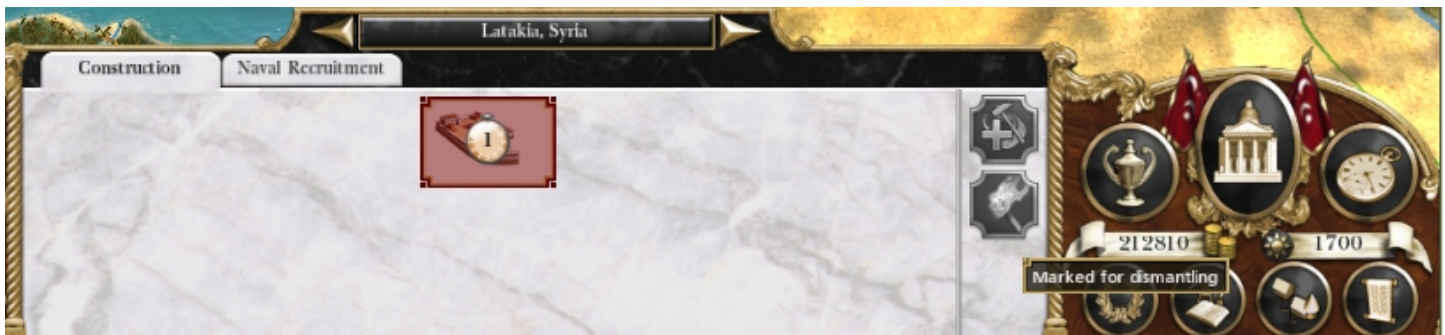
Prussia → Offer Indefinite Military Access; Demand 9600)

Austria, Dagestan, Georgia, Italian States, Knights of St John, Venice, Persia
→ Cancel Indefinite Military Access agreement (this is optional, it has almost no ingame effect)

You should have 212810 Gold now.

5) Destroy these ports (we will build trading ports instead next turn):

- Limassol and Latakia (Syria)
- Gaza (Palestine)



6) Click on any town then cycle through all of them, upgrading where possible, with these exceptions which you will destroy in order to build more schools next turn:

- Mosul (Mesopotania)
- Podgorica (Bosnia)
- Luxor (Egypt)
- Erzurum (Anatolia)

7) Click on any region capital then cycle through all of them with the infrastructure tab on, upgrading where possible. Then cycle again at the construction tab, upgrading everything, including fortifications, except for barracks and cannon foundries on the following:

- Jerusalem
- Damascus

Also do not upgrade the fortifications in Jerusalem and Istanbul because it's too expensive.

8) Recruit the following military forces:

- 6x Azzars from Athens
- 4x Azzars + 2x Camel Nomads from Baghdad
- 9x Isarelys from Istanbul
- 5x Camel Nomads from Cairo
- 4x 9-lber Artillery from Ankara
- 1X Desert Warriors from Damascus
- 1X Desert Warriors from Jerusalem

9) Build FOUR (!!!) brigs in EACH of these ports:

- Thessaloniki (Rumelia)
- Piraeus (Greece)
- Izmir (Anatolia)
- Antalia (Anatolia)

These will form our Mediterranean-Adriatic Ownage Fleet and will guard our trade routes here, while also destroying all other enemy fleets (for example the pathetic ships of Venice). It will also provide help in conquering North Africa, which is a near objective.

10). Advance with the army of Baltaci Mehmet towards Yerevan. After merging with a few reinforcements he will conquer Georgia with the help of our hashishin near Tbilisi (he will assassinate Lazaros Kouretas – general - in the second turn). After that our great Eastern army will invade Dagestan, Cherkassk (Russia) and others.

11) Move the Tunuslu Fleet near Istanbul. They will help us move reinforcements faster.

12) Move admiral's Liberakis fleet near Varna (second village north-west of Istanbul). Load the army of Damat Aali and the regiments from Sofia, Fort Hunedoara and Belgrade into the ships (in this order). Now for the amazing twist... **THEY WILL CONQUER OUR PROTECTORATE, THE CRIMEAN KHANATE, IN THE SECOND TURN!!!** After that they will move on and conquer Moscow! Blitz war! I know you weren't expecting that. We don't need any allies because we'll become too strong to soon. Sweden might have been of great help, maybe the only one worth mentioning.



TURN 2

1) Build trading ports in:

- Limassol and Latakia (Syria)
- Gaza (Palestine)

2) Build schools in:

- Podgorica (Bosnia)
- Luxor (Egypt)
- Erzurum (Anatolia)
- Mosul (Mesopotania)

3) Finish loading the last 3 armies in Liberakis' fleet then attack with this the Sevastopol trading port! (near the capital of Crimea). Declare war but do not call the allies for help. After the port is conquered, select it and go to the Navy tab. Click the disembark button and transfer all the army to the port garrison. Then go to the army tab and select all the units (EXCEPT THE SINGLE ONE WITH TOO FEW MOVING POINTS, THE LAST MUSLIM MOB THAT WAS LOADED ON THE SHIPS. SAVE THE GAME BEFORE THIS SO YOU WON'T DO IT WRONG) and attack Bakhchisaray!!! I auto-calculated the battle and lost 63 units. Replenish the damaged regiments, repair the Military Governor's Encampment, build fortifications and upgrade the infrastructure. Repair the port. Send the muslim mob remaining in the port to the province capital. It will get there next turn. Exempt the Crimea region from taxes.

4) Send 2x Azzars from Baghdad to Yerevan (they will get there next turn)

Send 3x Isarelys from Istanbul to Iasi (they will get there next turn)

Send 2x Isarelys + 2x Azzars from Athens to Belgrade (they will get there next turn)

Send the Desert Warriors from Damascus and Jerusalem to Baghdad

5) Assassinate the general from Tbilisi (this should work 100% of the time, even if it says 30%). Get out of the fortress after the deed is done and head towards Tarki (Dagestan).

6) Move the Limberakis fleet near Istanbul and merge to it the Tunuslu Fleet

Unite your four new brigs under a new Admiral at south of Athens, at the intersection of trading routes.

7) Government → Ministers → Replace with the following:

Head: Baltaci Rusdi

[...]

This guide is still under development. I started playing Empire Total War this morning. I hope you guys will give me some feedback and some new ideas for the first turn and the following turns (which I will finish writing soon). I also hope lots of people will learn to play Empire Total War optimally from my guide. My purpose at all strategy games has always been to find the perfect strategy that can not fail in any aspect whatsoever. Please excuse my bad English as this is not my native language.

Why did I choose Otto? It's the nation with most provinces and the hardest to manage. Have Fun!